

## RESEARCH INTERESTS

I am particularly interested in Computer Vision, from 3D Reconstruction, to Image-based Rendering and Deep Learning. I also have an interest in Computer Graphics and Virtual Reality. The current focus of my research is on exploiting strong priors for 3D reconstruction in challenging settings. Previously I have worked on assisted drawing vectorization as well as on automating stop-motion animation effects.

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## PUBLICATIONS

- **Unsupervised Monocular Depth Estimation with Left-Right Consistency**  
Clément Godard, Oisín Mac Aodha and Gabriel J. Brostow. **CVPR 2017 - Oral**  
<http://visual.cs.ucl.ac.uk/pubs/monoDepth/>
  - **Multi-view Reconstruction of Highly Specular Surfaces in Uncontrolled Environments**  
Clément Godard, Peter Hedman, Wenbin Li and Gabriel J. Brostow. **3DV 2015 - Oral**  
<http://visual.cs.ucl.ac.uk/pubs/shapefromreflections/>
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## EDUCATION

- 2012 – present    **PhD - UCL** (London, United Kingdom) – *University College London*  
EngD Virtual Environments, Imaging and Visualisation. Supervised by Gabriel J. Brostow.  
I am currently working on exploiting strong priors for 3D reconstruction in challenging settings.
- 2011 – 2012      **MSc - UCL** (London, United Kingdom) – *University College London*  
MSc in Computer Graphics, Vision and Imaging - Awarded with Distinction  
Thesis: Automation of Stop-motion Animation Effects.
- 2009 – 2011      **MEng - Supélec** (Metz, France) – *Ecole Supérieure d'Electricité*  
Student in a leading Engineering School in the fields of electrical energy and information sciences
- 2006 – 2009      **Lycée Pothier** (Orléans, France) – *Classe préparatoire aux Grandes Ecoles*  
Core subjects : Physics, Mathematics and Engineering Sciences
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## SKILLS

- Languages        C/C++, Python, CUDA, GLSL and Matlab
- Technologies    Tensorflow, Caffe 2, Torch, Numpy, OpenCV, OpenGL, WebGL, Eigen, Ceres Solver
- Pet Projects     Path Tracer in C++, PatchMatch Stereo in CUDA
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## WORK EXPERIENCE

- Summer 2017     **Facebook** – Research Intern  
Deep learning project in Seattle
- Summer 2016     **Google** – Software Engineering Intern  
VR/Jump team in Seattle
- Years 2012-2016 **UCL** – Teaching assistant  
Machine Vision | Computational Photography and Capture
- Summer 2011     **ArcelorMittal** – Engineering Research Intern  
Developed an image processing method, now used in production, to detect and measure defects on steel coils.
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## REFERENCES

- **Gabriel J. Brostow** - PhD and MSc advisor  
UCL Department of Computer Science  
[brostow@cs.ucl.ac.uk](mailto:brostow@cs.ucl.ac.uk)  
+4420 3108 7120
- **David Gallup** - Project supervisor at Google  
Google Seattle  
[dgallup@gmail.com](mailto:dgallup@gmail.com)